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3 monochromatic screen, and fitting the object component into a background video
4 signal, said apparatus comprising:

5 a key signal generator for setting a key signal distribution formed by
6 a first oval body surrounding a reference color of the screen in a three-dimensional
7 color space and a second oval body surrounding the first oval body, and for
8 generating a mixing key signal according to positional/a relation among the source
9 video signal, the first oval body and the second oval body in the key signal
10 distribution; and

11 a mixing processor for taking out the foreground object component
12 by the mixing key signal, and for mixing the object component with the
13 background signal.

1 A method of mixing videos by taking out a foreground object
2 component from a source video signal obtained by shooting an object in front of a
3 monochromatic screen, and fitting the object component into a background video
4 signal, said method comprising the steps of:

5 (a) setting a first oval body, surrounding a reference color of the
6 screen, in a three-dimensional color space;

7 (b) setting a key signal/distribution formed by a second oval body
8 surrounding the first oval body and the first oval body;

9 (c) generating a mixing key signal based on a positional relation
10 among the first oval body, the second oval body and the source video signal in the
11 key signal distribution;

12 (d) taking out the foreground object component by the mixing key
13 signal; and

14 (e) mixing the object component with the background signal.

1 8. The method of mixing videos of Claim 7, wherein step (c)
2 includes the steps of:

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3 (c-1) setting a distance as a base clip level, where the distance spans
4 between the reference color and a cross point of the first oval body and a vector
5 starting from the reference color toward the source video signal;

6 (c-2) setting a distance as a peak clip level, where the distance spans
7 between the reference color and a cross point of the second oval body and a vector
8 starting from the reference color toward the source video signal; and

9 (c-3) setting a value responsive to a distance between the source
10 video signal and the reference color as the mixing key signal, where the value is
11 saturated at the base clip level and the peak clip level with respect to the distance.